

QUIDDITCH RULES

Number 1 Rule - No Physical Contact!!!!
Penalties will be given.

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|-----------------|---|---------------------------|
| 3 Chasers | - | Handle the Quaffle |
| 2 Beaters | - | Kick the Bludgers |
| 1 Keeper | - | Protects the Hoops |
| 1 Seeker | - | Capture the Golden Snitch |
| 1 Golden Snitch | - | Elude capture |
| 2 Referees | - | Watch for Goals/Penalties |

CHASERS

1. Game starts w/ Jump Ball.
2. Quaffle can be passed by tossing, throwing bouncing and rolling.
3. Chaser must keep one foot planted while HOLDING the Quaffle.
4. Chaser hit by Bludger MUST drop (not PASS) the Quaffle.
5. NO Chasers WITHIN the Keepers box.

KEEPER

1. Protects the Hoops.
2. Stays within the Keepers box.
3. Returns Quaffle into play after each missed/successful goal attempt.
4. Can be hit with Bludger (thus frozen).

BEATERS

1. Can ONLY kick the Bludger.
2. Bludgers must remain on the ground at all times.
3. When a PLAYER is hit with a Bludger, stop what ever you are doing and wave the RED Bludger cloth w/one hand for 10sec.
4. Beaters are immune to Bludgers.
5. Bludgers are not exclusive.

SEEKERS

1. Must chase down all Snitches.
2. No Physical contact w/the Snitch (person).
3. Can only pursue Snitch within the Pitch.
4. Can be hit with Bludgers.

SNITCH

1. No PHYSICAL Contact.
2. 3 Snitches - 2 Snidgets & 1 Golden Snitch
3. Snitch is released after 10 minutes of game play.
4. Snitch/Snidgets are hidden in a sack and are chosen randomly.

SCORING

1. Passing Quaffle through hoop - 10pts
2. Catching Snidgets - 10pts
3. Catching Golden Snitch - 150pts

Penalties – Penalty Throw

1. Physical Contact.
2. Players in the Keepers Box.
3. Not stopping after being hit by Bludger.
4. Contact w/ Snitch (person) voids the capture.

MISC.

1. All players must have game time.
2. Let Ref know when making substitutions.